



Richard Garriott 
@RichardGarriott

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The 1st Ultima 1 map was also loosely based on Sosaria. Then I flipped and rotated it to make maps 2, 3 & 4. But then for all 4, I made mods to make them distinct. I had no easy map editor, so starting with a copy / rotate / flip, was much easier.

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A.S. Joyce @DarthJodoc · 18 ene.

En respuesta a @RichardGarriott @catnipgames y @ShroudofAvatar
How did the 4 lands of U1 relate to the U3 map, if at all, may I ask?

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yulo @yulo_tomorrow · 18 ene.

En respuesta a @RichardGarriott

When I found out they were literally the same map being rotated while playing U1 I found it funny :p



...



drega  @segaswirl · 18 ene.

En respuesta a @RichardGarriott

WHAT



Personas relevantes



Richard Garriott 
@RichardGarriott

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Inventor, explorer, entrepreneur, astronaut, aquanaut & author of "Explore/Create". Check out my book & join me in Shroud of the Avatar!
#LBSotA



A.S. Joyce
@DarthJodoc

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B.A., M.A., P.C., D.M.



Shroud of the Avatar
@catnipgames

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Catnip Games owns and operates Shroud of the Avatar, a free to play sandbox MMORPG from Richard Garriott and Starr Long! Follow for updates on development.

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